

**CAPTURING AND PROCESSING USER EVENTS ON
A COMPUTER SYSTEM FOR RECORDING AND PLAYBACK**

ABSTRACT

The present invention provides methods and apparatus for capturing and processing user events that are associated with screen objects on a computer system. User events may be captured and recorded so that the user events may be reproduced either at the user's computer or at another computer. An event engine is instructed, through a user interface, to capture and to process a user event that is applied to a screen object. The event engine interacts with one or more application programming interfaces that are supported by the applications being monitored. User events may be processed by an event engine so that each user event is represented as an event entry in a file. The file may be a text file such as an Extensible Markup Language (XML) file, in which each user event is represented by a plurality of attributes that describe user actions, corresponding screen object, and application.